



MUSIC PROGRAMS BY JOEY LATIMER

Going out to the baseball game is one of America's favorite summer pastimes. For old and young fans alike, one of the greatest parts of the game is the "seventh-inning stretch" when spectators rise and belt out "Take Me Out to the Ball Game."



In this month's Microtones, we've programmed a version of this famous song for those of you who don't make it out to the ballpark. For baseball fans who view the action on the tube and get cheated out of the "stretch" by commercials, this one's for you!

HACKER NOTES: John Jainschigg, FAMILY COMPUTING's technical editor, has arranged a wonderful four-voice version for Atari computers. Due to hardware limitations, the programs for the rest of the machines were arranged for three parts. The song contains a rolling bass, a syncopated-rhythm part (Atari has two rhythm parts), and a melody line riding on top of the mix.

The notes and durations for each voice are read into arrays from DATA statements. If an error message appears when you run the program, or if you find the computer playing strange notes, the first places to look for typing errors should be the DATA statements. Check each line of data for missing or extra commas, or incorrectly typed numbers.



ATARI/TAKE ME OUT TO THE BALL GAME

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10 DIM A(96),B(96),C(96),D(96)
20 POKE 752,1:PRINT CHR$(125)
30 POSITION 8,10:PRINT "TUNING UP ... PLEASE WAIT."
40 C1=1:FOR I=1 TO 63:READ A,B
50 FOR J=1 TO B:A(C1)=A:C1=C1+1:NEXT J:NEXT I
60 FOR I=1 TO 94 STEP 3:READ A,B
70 B(I)=0:C(I)=0
80 B(I+1)=A:C(I+1)=B
90 B(I+2)=A:C(I+2)=B
100 NEXT I
110 C1=1:FOR I=1 TO 68:READ A,B
120 FOR J=1 TO B:D(C1)=A:C1=C1+1:NEXT J:NEXT I
130 PRINT CHR$(125)
140 POSITION 5,10:PRINT "TAKE ME OUT TO THE BALL GAME"
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150 FOR I=1 TO 96
160 SOUND 0,A(I),10,8
170 SOUND 1,B(I),10,5
180 SOUND 2,C(I),10,5
190 SOUND 3,D(I),10,8
200 FOR D=1 TO 50:NEXT D
210 SOUND 1,0,0,0:SOUND 2,0,0,0
220 NEXT I:GOTO 150
1000 DATA 121,2,60,1,72,1,81,1,96,1
1010 DATA 81,3,108,3,121,2,60,1,72,1
1020 DATA 81,1,96,1,81,6,72,1,76,1
1030 DATA 72,1,96,1,91,1,81,1,72,2
1040 DATA 91,1,108,3,72,1,72,1,72,1
1050 DATA 72,1,64,1,60,1,53,1,64,1
1060 DATA 72,1,81,1,96,1,108,1,121,2
1070 DATA 60,1,72,1,81,1,96,1,81,3
1080 DATA 108,3,121,2,108,1,96,1,91,1
1090 DATA 81,1,72,4,72,1,64,1,60,1
1100 DATA 0,2,60,1,0,2,60,1,64,1
1110 DATA 72,1,81,1,86,1,81,1,72,3
1120 DATA 64,3,60,4,0,2
2000 DATA 60,47,60,47,53,45,53,45,60,47,60
2010 DATA 47,53,45,53,45,56,47,56,40,53,45
2020 DATA 53,45,53,42,53,42,64,40,64,45,60
2030 DATA 47,60,47,53,45,64,45,60,47,68,47
2040 DATA 72,45,72,45,72,45,60,42,60,47
2050 DATA 56,40,60,42,64,45,60,47,64,45
3000 DATA 121,3,162,3,128,2,144,1,162,1
3010 DATA 144,1,128,1,121,3,162,3,162,1
3020 DATA 144,1,136,1,128,1,144,1,162,1
3030 DATA 144,3,193,2,204,1,217,3,144,3
3040 DATA 217,1,193,1,182,1,173,1,193,1
3050 DATA 217,1,162,1,144,1,136,1,128,1
3060 DATA 144,1,162,1,121,3,162,3,128,2
3070 DATA 144,1,162,1,144,1,128,1,121,2
3080 DATA 136,1,162,1,173,1,162,1,182,1
3090 DATA 144,1,121,1,182,3,182,3,173,3
3100 DATA 162,1,173,1,162,1,144,1,162,1
3110 DATA 193,1,217,1,193,1,173,1,162,1
3120 DATA 144,1,128,1,121,1,193,1,144,1
3130 DATA 162,1,182,1,217,1
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COMMODORE 64/TAKE ME OUT TO THE BALL GAME

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10 DIM A(96),C(96),D(96)
20 S=54272:PRINT CHR$(147):POKE 53281,0
30 POKE 214,8:PRINT
40 PRINT TAB(8);"TUNING UP ... PLEASE WAIT."
50 FOR I=0 TO 23:POKE S+I,0:NEXT I:POKE S+24,15
60 POKE S+5,48:POKE S+6,204:POKE S+12,71
70 POKE S+13,116:POKE S+19,48:POKE S+20,204
80 C1=1:FOR I=1 TO 63:READ H,L,N
90 FOR J=1 TO N:A(C1,1)=H:A(C1,2)=L:C1=C1+1
100 NEXT J:NEXT I
110 FOR I=1 TO 94 STEP 3:READ H,L:C(I,1)=0:C(I,2)=0
120 C(I+1,1)=H:C(I+1,2)=L:C(I+2,1)=H:C(I+2,2)=L
130 NEXT I
140 C1=1:FOR I=1 TO 68:READ H,L,N
150 FOR J=1 TO N:D(C1,1)=H:D(C1,2)=L:C1=C1+1
160 NEXT J:NEXT I
170 PRINT CHR$(147):POKE 53280,2
180 POKE 214,8:PRINT
190 PRINT TAB(6);"TAKE ME OUT TO THE BALL GAME"
200 POKE S+4,33:POKE S+11,33:POKE S+18,33
210 FOR I=1 TO 96
220 POKE S+1,A(I,1):POKE S,A(I,2)
230 POKE S+8,C(I,1):POKE S+7,C(I,2)
240 POKE S+15,D(I,1):POKE S+14,D(I,2)
250 FOR D=1 TO 100:NEXT D
260 POKE S+8,0:POKE S+7,0
270 NEXT I:GOTO 210
1000 DATA 16,195,2,33,135,1,28,49,1,25,30,1,21,31,1,25
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1010 DATA 30,3,18,209,3,16,195,2,33,135,1,28,49,1,25
1020 DATA 30,1,21,31,1,25,30,6,28,49,1,26,156,1,28,49
1030 DATA 1,21,31,1,22,96,1,25,30,1,28,49,2,22,96,1,18
1040 DATA 209,3,28,49,1,28,49,1,28,49,1,28,49,1,31
1050 DATA 165,1,33,135,1,37,162,1,31,165,1,28,49,1,25
1060 DATA 30,1,21,31,1,18,209,1,16,195,2,33,135,1,28
1070 DATA 49,1,25,30,1,21,31,1,25,30,3,18,209,3,16,195
1080 DATA 2,18,209,1,21,31,1,22,96,1,25,30,1,28,49,4
1090 DATA 28,49,1,31,165,1,33,135,1,0,0,2,33,135,1,0,0
1100 DATA 2,33,135,1,31,165,1,28,49,1,25,30,1,23,181
1110 DATA 1,25,30,1,28,49,3,31,165,3,33,135,4,0,0,2
2000 DATA 42,62,42,62,44,193,44,193,42,62,42,62,44,193
2010 DATA 44,193,42,62,50,60,44,193,44,193,47,107,47
2020 DATA 107,50,60,44,193,42,62,42,62,44,193,44,193
2030 DATA 42,62,42,62,44,193,44,193,44,193,47,107,42
2040 DATA 62,50,60,47,107,44,193,42,62,44,193
3000 DATA 16,195,3,12,143,3,15,210,2,14,24,1,12,143,1
3010 DATA 14,24,1,15,210,1,16,195,3,12,143,3,12,143,1
3020 DATA 14,24,1,14,239,1,15,210,1,14,24,1,12,143,1
3030 DATA 14,24,3,10,143,2,9,247,1,9,104,3,14,24,3,9
3040 DATA 104,1,10,143,1,11,48,1,11,218,1,10,143,1,9
3050 DATA 104,1,12,143,1,14,24,1,14,239,1,15,210,1,14
3060 DATA 24,1,12,143,1,16,195,3,12,143,3,15,210,2,14
3070 DATA 24,1,12,143,1,14,24,1,15,210,1,16,195,2,14
3080 DATA 239,1,12,143,1,11,218,1,12,143,1,11,48,1,14
3090 DATA 24,1,16,195,1,11,48,3,11,48,3,11,218,3,12
3100 DATA 143,1,11,218,1,12,143,1,14,24,1,12,143,1
3110 DATA 10,143,1,9,104,1,10,143,1,11,218,1,12,143,1
3120 DATA 14,24,1,15,210,1,16,195,1,10,143,1,14,24,1
3130 DATA 12,143,1,11,48,1,9,104,1

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IBM PCjr w/CARTRIDGE BASIC & TV OR MONITOR w/SPEAKER/TAKE ME OUT TO THE BALL GAME

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10 DIM NS(3)
20 CLS:WIDTH 40:KEY OFF:SOUND ON
30 FOR I=1 TO 3:NS(I)="" :FOR J=1 TO 4
40 READ AS:NS(I)=NS(I)+AS:NEXT J:NEXT I
50 LOCATE 10,5:PRINT "TAKE ME OUT TO THE BALL GAME"
60 PLAY NS(1),NS(2),NS(3):GOTO 60
1000 DATA V10MFO3L4C04L8C03AGEL4G.D.L4C04L8C03AGE
1010 DATA L2G.L8AG#AEFL4L8FL4D.L8AAA04C03BA
1020 DATA GEDL4C04L8C03AGEL4G.D.L4CL8DEFGL2AL8AB
1030 DATA 04L8CP4CP4C03BAGF#GL4A.B.04L2C
2000 DATA V803L8P8EEP8EEP8FFP8FFP8EEP8EEP8FFP8FF
2010 DATA P8GGP8GGP8FFP8FFP8FFP8FFP8FFP8FFP8FF
2020 DATA P8EEP8EEP8FFP8FFP8EEP8EEP8FFP8FFP8AA
2030 DATA P8D#D#P8EEP8GGP8FFP8FFP8FFP8EEP8FF
3000 DATA V802L4C.01G.BL8AGAB02L4C.01G.L8GAA#BAG
3010 DATA L4A.EL8D#L4D.A.L8DEFF#EDGAA#BAG
3020 DATA 02L4C.01G.BL8AGAB02L4C01L8A#GF#GFA02C01L4F.
3030 DATA F.F#.L8GF#GAGEDF#GAB02C01EAGFD

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TI-99/4A/TAKE ME OUT TO THE BALL GAME

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10 DIM AN(96),CN(96),DN(96)
20 CALL CLEAR
30 PRINT "TUNING UP ... PLEASE WAIT."
50 CT=1
60 FOR I=1 TO 63
70 READ A,B
80 FOR J=1 TO B
90 AN(CT)=A
100 CT=CT+1
110 NEXT J
120 NEXT I
130 FOR I=1 TO 94 STEP 3

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140 READ B
150 CN(I)=40000
160 CN(I+1)=B
170 CN(I+2)=B
180 NEXT I
190 CT=1
200 FOR I=1 TO 68
210 READ A,B
220 FOR J=1 TO B
230 DN(CT)=A
240 CT=CT+1
250 NEXT J
260 NEXT I
270 CALL CLEAR
280 PRINT "TAKE ME OUT TO THE BALL GAME"
290 FOR X=1 TO CT-1
300 CALL SOUND(200,AN(X),0,CN(X),5,DN(X),3)
310 NEXT X
320 GOTO 290
1000 DATA 262,2,523,1,440,1,392,1,330,1,392,3
1010 DATA 294,3,262,2,523,1,440,1,392,1,330,1
1020 DATA 392,6,440,1,415,1,440,1,330,1,349,1
1030 DATA 392,1,440,2,349,1,294,3,440,1,440,1
1040 DATA 440,1,440,1,494,1,523,1,587,1,494,1
1050 DATA 440,1,392,1,330,1,294,1,262,2,523,1
1060 DATA 440,1,392,1,330,1,392,3,294,3,262,2
1070 DATA 294,1,330,1,349,1,392,1,440,4,440,1
1080 DATA 494,1,523,1,40000,2,523,1,40000,2
1090 DATA 523,1,494,1,440,1,392,1,370,1,392,1
1100 DATA 440,3,494,3,523,4,40000,2
2000 DATA 659,659,698,698,659,659,698,698,659
2010 DATA 784,698,698,740,740,784,698,659,659
2020 DATA 698,698,659,659,698,698,698,740,659
2030 DATA 784,740,698,659,698
3000 DATA 262,3,196,3,247,2,220,1,196,1,220,1
3010 DATA 247,1,262,3,196,3,196,1,220,1,233,1
3020 DATA 247,1,220,1,196,1,220,3,165,2,156,1
3030 DATA 147,3,220,3,147,1,165,1,175,1,185,1
3040 DATA 165,1,147,1,196,1,220,1,233,1,247,1
3050 DATA 220,1,196,1,262,3,196,3,247,2,220,1
3060 DATA 196,1,220,1,247,1,262,2,233,1,196,1
3070 DATA 185,1,196,1,175,1,220,1,262,1,175,3
3080 DATA 175,3,185,3,196,1,185,1,196,1,220,1
3090 DATA 196,1,165,1,147,1,165,1,185,1,195,1
3100 DATA 220,1,247,1,262,1,165,1,220,1,196,1
3110 DATA 175,1,147,1

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M I C R O N O T E S

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(For more music/computer news, check out this month's Buyer's Guide.)

—LINDA WILLIAMS